

GAME BOY ADVANCE™

AGB-A62P-EUR

MEGAMAN™

ZERO 2

CAPCOM

INSTRUCTION BOOKLET  
MODE D'EMPLOI  
SPIELANLEITUNG

LICENSED BY

**Nintendo**

NINTENDO®, GAME BOY ADVANCE™ AND  ARE TRADEMARKS OF NINTENDO CO.,LTD.

NINTENDO®, GAME BOY ADVANCE™ ET  SONT DES MARQUES DE NINTENDO CO.,LTD.



THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR GAME BOY SYSTEM.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME GAME BOY.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO GAME BOY-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA GAME BOY.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU GAME BOY SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUKT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QU A CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPELEN EN ACCESSOIRES ALTIJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND GAME BOY-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED GAME BOY.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTIJD EFTER DETTE SEGL, NÅR DU KØBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT GAME BOY.

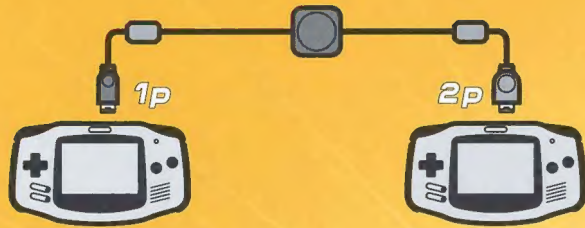
TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI GAME BOY YHTEENSOPIVIA TUOTTEITA.

# CONTENTS

- 4 Multiplayer Setup
- 6 War and Resistance
- 8 Reploids
- 12 Boss Bad Guys
- 13 Getting into the Game
- 14 Default Controls
- 18 Sub Screen
- 20 Cool Moves
- 22 Sub Weapons
- 23 Form and EX Skill
- 24 Special Items
- 25 Cyber Elves
- 26 Saving Your Game Results
- 27 Two Player Challenge



# MEGAMAN ZERO 2 MULTIPLAYER SETUP



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY ADVANCE™ GAME LINK™ CABLE.

## YOU NEED:

- 2 Game Boy Advance™ systems
- 2 Megaman™ Zero 2 Game Paks
- 1 Game Boy Advance™ Game Link™ Cable

# MEGAMAN ZERO 2

## MAKING THE CONNECTION

1. Make sure the power of both Game Boy Advance™ systems is OFF. Insert a Megaman™ Zero 2 Game Pak into each Game Boy Advance™ system.
2. Connect the Game Boy Advance™ Game Link™ Cable to the external extension connector on both Game Boy Advance™ systems. Turn on the systems.

**IMPORTANT** The system connected to the smaller plug is 1P.

## NETWORK PLAY

With two Game Boy Advance™ systems connected by a Game Boy Advance™ Game Link™ Cable, two players can play Megaman™ Zero 2 simultaneously. When you are ready for network play, select LINK in the Subscreen.

The Game Boy Advance™ Game Link™ Cable may malfunction if:

- It is not for the Game Boy Advance™ system.
- It is not connected correctly or has become disconnected.
- It is connected to the cable.
- More than two Game Boy Advance™ systems are connected.



# MEGAMAN ZERO 2

## WAR AND RESISTANCE

IN THE DISTANT PAST...

...the humans and Reploids of the world were nearly annihilated in an apocalyptic war perpetrated by the Sigma Virus. The terrors of war brought about an unstable truce. Before long, the Reploid's military strength together with the Cyber Elves' rise to power changed the face of global conflict. Never-ending war became possible!

Megaman X thwarted this monstrous situation by creating a utopia for humans. Though he soon became the ruler of "Neo Arcadia," X suddenly vanished! News of his disappearance was kept secret, while finding a replacement became a national emergency! One scientist took this mission seriously. Ciel, who had devoted her lifework to the peace and harmony of the world, created an X Double.

In Neo Arcadia, Reploids were being captured and punished. Leading the innocent Reploids, Ciel escaped these new horrors and built an underground Resistance Base. Ciel and her forces put up a strong fight as many Reploids were relegated to the disposal units.

# MEGAMAN ZERO 2

ZERO THE HERO

An old forgotten legend became Ciel's last hope as she entered a dilapidated basement shelter. There, a miracle occurred — long-lost Megaman Zero emerged from the shadows! With Zero's return, Copy X, the ruler of Neo Arcadia, was overthrown. Ciel and her people were able to survive their worst crisis yet! But Zero did not return to Resistance Base. Ciel and her followers fled the half-destroyed Resistance Base to join up with another opposition Resistance Army.

Drastically changing its plan, Neo Arcadia decided to put Harupuia, one of the Four Generals, in charge. While Ciel and her wandering band started their lives at the new Resistance Base, injured Zero was still being chased by the Neo Arcadian forces.

IT HAS BEEN A YEAR SINCE THE INCIDENT...  
AND IT'S TIME FOR THE TIDES OF WAR TO TURN....

## MEGAMAN ZERO

Our hero recently awoke from 100 years of slumber to fight the Neo Arcadia. Wounded during his victorious battle with Copy X, Zero again vanished ...

## CIEL

This top scientist is credited with the development of Reploids and Cyber Elves. With the onset of war, Ciel resigned her post to devote herself to peace as a Resistance leader.



## COMMANDER ELPIZO

Replacing the busy energy researcher Ciel, Elpizo is the acting commander in charge of military tactics.

## CERVEAU

Cerveau specializes in technical engineering. He took charge of healing Zero's injuries and improving war weapons. At Resistance Base, he is the man to ask for any weapon questions.

### RESISTANCE COMPANIONS

Though Reploids, Ciel's co-workers at Resistance Base are extremely humanlike, with unique, individual personalities.

### SAGE HARUPUIA

Since the defeat of Copy X, Harupuia assumed the leadership of Neo Arcadia. As the second of the Four Generals, he carries on the plans of Copy X, defending humans and destroying the Reploids who threaten Neo Arcadia. He has power over wind and electricity.

### FAIRY LEVIATHAN

The third of the Four Generals, Leviathan's seductive moves confuse Zero in battle. She controls ice and water. Her power in underwater fights is legendary!

### FIGHTING FEFNIR

Fefnir's forte is starting trouble among the Four Generals. He expresses himself best through fighting, and commands earth and fire.



## MEGAMAN ZERO 2 BOSS BAD GUYS

### HYLEG OUROBOCKLE

This "dim forest sneak" sits tight in the Ducis Jungle, ready to ambush invaders. He summons Altoloids, the enormous snake-like Mekaniloid.

### POLER KAMRUS

This icy she-bear serves Leviathan. One of the strongest Mutis Reploids, she lurks in the giant body of Rushing Crow.

### PHOENIX MAGNION

A master of mesmerisation, he makes enemies hallucinate - and then they panic!

### PANTER FLAUCLAWS

Panther's fast moves confuse the enemy. When closing in for the death blow, he discharges 100 million volts of electric current.

### KUWAGUST ANCHUS

An officer in Harupuia's Fire Army, Kuwagust is like a stone wall — nearly impossible to knock down.

### BURBLE HEKELOT

The armed guard of Notosu Forest, Burble shows no mercy and takes no prisoners.

## GETTING INTO THE GAME

## MEGAMAN ZERO 2

### MAIN MENU

At the Title screen, press START to open the Main Menu. Use the Control Pad to highlight your option choice, and then press START or the A Button.

- New Game - Start a brand new game.
- Continue - From the menu that opens, select a saved game. You'll resume the game from the point where it was saved.
- Game Link - Go head-to-head with a friend. See pages 4 - 5 for Multiplayer Setup.



### MISSION SELECT

On this screen, the Commander's Office orders up your next mission. Stand at center stage and converse with the Commander to choose your mission. (You can skip missions already completed.)

# MEGAMAN ZERO 2

## DEFAULT CONTROLS (TYPE R)



# MEGAMAN ZERO 2

### START

- Start game (skip movie)
- Open Sub Screen

### CONTROL PAD

- Highlight menu options
- $\leftarrow/\rightarrow$  Move Zero
- $\uparrow/\downarrow$  Climb ladders
- $\uparrow$  Talk/Enter doorways

### A BUTTON - JUMP

- Confirm on menus
- Jump

### B BUTTON - MAIN

- Cancel on menus
- Attack
- Use Sub Weapon (hold down R Button and press B Button)

### L BUTTON - DASH

- Dash
- View Cyber Elves List on Sub Screen

### R BUTTON - SUB WEAPON

- Use Sub Weapon (hold down R Button and press B Button)

SELECT - not used



## OPTION MODE - CHANGING THE CONTROLS

During play, press START to open the Sub Screen (see page 18) and then press the R Button.

In Option Mode you can change the Attack, Jump and Sub Weapon controls by selecting Type A, Type B or Custom.

## HOW TO USE SUB WEAPONS

Type A – Hold down the Sub Weapon button, then press the Main button.

Type B – Press the Sub Weapon button only.

Custom – Tap the Sub Weapon button to toggle ON, then press the Main button.  
Tap the Sub Weapon button again to toggle OFF.



Press START during play to open the Sub Screen. Below is a rundown of what you'll see. For some items, press the Control Pad  $\uparrow/\downarrow$  to highlight the item, press the A Button, and then press  $\leftarrow/\rightarrow$  to change the setting. For other items, highlight the item and press the A Button to use it. Finally, for certain items, press the L Button or R Button to see a sub menu. To enter Option Mode, press the R Button.



- 1 Remaining Lives
- 2 Your Level — S, A, B, C, D, E or F (first level)
- 3 Your Energy Level (use Cyber Elves to reach max value)
- 4 Main Weapon (select, press the A Button, then  $\leftarrow/\rightarrow$  to change)
- 5 Sub Weapon (select, press the A Button, then  $\leftarrow/\rightarrow$  to change)
- 6 Message Window
- 7 Your Total Play Time
- 8 Your Energy Crystals (see page 24)
- 9 Your Code Name (see page 26)


## STANDARD ATTACK

- Press the Main button to fire your current weapon.


## CHARGE ATTACK

- Once you pass different requirements and get powered-up, you can perform a Charge Attack by pressing the Main button and holding it down briefly.
- Your progress through the game unlocks advanced weapons and new skills!

## JUMP

- Press the Jump button.
- The longer you hold down the Jump button, the higher you'll jump.
- Press the Control Pad  to aim your jump.
- When jumping or kicking the wall, press the Dash button to jump farther.

## DASH

- Press the Dash button for a short distance sprint.
- You can also sprint by pressing the Control Pad  twice quickly.

## WALL KICK

- When you're close to a wall, press the Jump button for a wall kick!

## LADDER CLIMB

- Move close to a ladder and press the Control Pad  to climb up and down.
- Press the Jump button to hop off the ladder.





## MEGAMAN ZERO 2 SUB WEAPONS

### BUSTER SHOT

- Buster Shot is an effective short range weapon. It is an older model of the knock-bard weapon used by the Resistance, upgraded by the Z Saber.
- Zero has the Buster Shot from the start of a mission. When Buster Shot is charged up, it discharges a powerful attack.

### Z SABER

- Zero inherited this sword during his century-long sleep.
- Even though it is the most versatile Sub Weapon, it can only be used in hand-to-hand combat. Timing is crucial to success!
- When charged up, the Z Saber can perform successive EX Slash attacks and Charge Attacks.

### CHAIN ROD

- Cerveau fashioned this new weapon from Triple-Load.
- Chain Rod pulls enemies and objects toward the enemy without the enemy.

### SHIELD BOOMERANG

- This is your total defense solution against the enemy's energy weapons.
- It can charge your during the first mission. Once fully charged, you can throw it far into the distance and it will return like a boomerang.

## FORM AND EX SKILL

## MEGAMAN ZERO 2

### FORM

At the end of a mission, Zero is suddenly empowered with a special latent ability, the Form. You'll now control the Form, and can use its offensive power, defensive power and speed to fight the Boss!

Go to the Sub Screen and use the Control Pad to select a Form.

Then press the A Button to change into that Form.

### EX SKILL

If you fight a boss with Star A when you defeat the Boss, you can take away the Boss's EX Skill. You can then use the EX Skill either as an attack or as a special trick to take something away from a Boss.

EX Skill takes effect when Element Drive is equipped (See page 24).

## MEGAMAN ZERO 2 SPECIAL ITEMS






Without special items, you won't be able to complete your missions! You earn them by defeating enemies. Check your map to see their locations and run over them to pick them up.

- **Life Energy** – Refuels your energy in small, large and extra large (full recovery) doses. If your energy level is already full, Life Energies you collect are stored in the Sub Tank.
- **Energy Crystal (EC)** – Replaces energy source and crystal for the growth of Cyber Elves; small size increases to 4, large size to 14.
- **Z Panel** – Increases remaining lives by 1 up to 99.
- **Element Chip** – Acquired from certain defeated Bosses. Element Chips take effect during Charge Attacks.
- **Sub Tank** – Stores extra energy. Use a Sub Tank from the Sub Screen to recover your energy.
- **Cyber Elf Box** – Break these open to find Cyber Elves.

## CYBER ELVES

Cyber Elves are famous for appearing just when Zero is in a pinch! They are invoked by a unique program specially created to aid you in different situations. Cyber Elves are hidden throughout the missions and may also appear in certain circumstances. Some of them need time to grow before you can put them to good use.

### HOW TO USE CYBER ELVES

- First, link to Gel of Resistance Base, and download the Cyber Elf data to the Sub Screen. Then:
- On the Sub Screen, press the Control Pad  /  to select the Cyber Elves icon.
- Press  /  to select different Cyber Elf images.
- You'll see the Cyber Elf's name, special characteristics and conversation in the Message Window.
- Press the  button to use the selected Cyber Elf.

## MEGAMAN ZERO 2

## MEGAMAN ZERO2 SAVING YOUR GAME RESULTS

When you're ready to save your game, go to the Resistance Base and talk to Ciel. When she asks, "Do you want to save?" select Yes. Your current location, total number of Cyber Elves and button settings will be saved. You can save up to six games before having to overwrite old data.

- **IMPORTANT! IF YOU TURN OFF THE POWER OR REMOVE THE GAME PAK WHILE SAVING, YOUR DATA WILL BE LOST.**

When you beat the Boss and clear the mission, a Result screen opens. You get scores and a Code Name based on your performance.

- Mission – Overall performance (1 — 20 points).
- Clear Time – How fast you cleared the mission (1 — 20 points).
- Enemy Count – How many enemies you defeated (1 — 15 points).
- Damage – How much damage you incurred (1 — 15 points).
- Retry – The fewer Retrys you used, the better (1 — 15 points).
- Elf – Unused Elf time adds 15 points; time used subtracts points.
- Level – Average score of all missions cleared so far.
- Code Name – Your ranking based on weapons used and actions taken during the mission. In the first mission, your Code Name is "WARRIOR".
- Message Window – Displays Forms and EX Skills earned so far.

## TWO PLAYER CHALLENGE MEGAMAN ZERO2

Play this fast-action challenge with your friends! Winners earn Energy Crystals (losers lose energy!).

1. Set up for two players (see page 4).
2. At the Main Menu, both players choose Game Link and press START or the A Button.
3. On the Mode Select screen, one player then chooses a game mode and presses START or the A Button.
4. Both players then load data (Energy Crystals earned during the fight are saved to the loaded data).
5. From the Communications sub screen, both players choose their own Forms, Weapons and Elements.
6. Press START. If your opponent is also ready, let the fight begin!

### TWO PLAYER GAME MODES

- Time Attack – Set a goal somewhere in the stage. After three tries, the player with the shortest time to the goal wins!
- Enemy Battle – Defeat the most enemies from the generator within the time limit and win!
- Get Item – Collect the most items from the map within the time limit to win!



# Consumer Information and Precaution

## READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### **WARNING – BATTERY PRECAUTIONS**

FAILURE TO FOLLOW THE FOLLOWING INSTRUCTIONS MAY CAUSE THE BATTERIES TO MAKE “POPPING” SOUNDS AND LEAK BATTERY ACID RESULTING IN PERSONAL INJURY AND DAMAGE TO YOUR GAME BOY ADVANCE OR ACCESSORY. IF BATTERY LEAKAGE OCCURS, THOROUGHLY WASH AFFECTED SKIN AND CLOTHES. KEEP BATTERY ACID AWAY FROM YOUR EYES AND MOUTH. CONTACT THE BATTERY MANUFACTURER FOR FURTHER INFORMATION.

1. For Game Boy Advance use only alkaline batteries. Do not use carbon zinc or any other non-alkaline batteries.
2. Do not mix used and new batteries (replace all batteries at the same time).
3. Do not put the batteries in backwards (positive [+] and negative [-] ends must face the proper direction). The supply terminals are not to be short-circuited.
4. Do not leave used batteries in the Game Boy Advance.
5. Do not mix battery types (do not mix alkaline and carbon zinc batteries or mix different brands of batteries). Use only batteries of the same or equivalent type as recommended.
6. Do not leave batteries in the Game Boy Advance or accessory for long periods of non-use.
7. Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy Advance, always slide the power switch OFF.
8. Do not dispose of batteries in a fire.
9. Do not use rechargeable type batteries such as nickel cadmium. Non-rechargeable batteries are not to be recharged.
10. Do not use a battery if the plastic cover has been torn or compromised in any way.
11. Do not insert or remove batteries while the power is ON.
12. GENERAL NOTE: Rechargeable batteries are to be removed before charging. Rechargeable batteries are only to be recharged under adult supervision.

### **WARNING – REPETITIVE MOTION INJURIES**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING – SEIZURE**

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. STOP PLAYING IMMEDIATELY and consult a doctor if you or your child have any of the following symptoms: Convulsions, Eye or muscle twitching, Loss of awareness, Altered vision, Involuntary movements, Disorientation.

#### TO REDUCE THE LIKELIHOOD OF A SEIZURE WHEN PLAYING VIDEO GAMES:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

## The PEGI age rating system:

Age Rating categories:

Les catégories de tranche d'âge:



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info



www.pegi.info

**Note:** There are some local variations!

**Note:** Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:

Description du contenu:



BAD LANGUAGE  
LA FAMILIARITÉ  
DE LANGUAGE



DISCRIMINATION  
LA DISCRIMINATION



DRUGS  
LES  
DROGUES



FEAR  
LA PEUR



SEXUAL CONTENT  
LE CONTENU  
SEXUEL



VIOLENCE  
LA  
VIOLENCE

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

**Game Boy Advance Game Pak conforms to:  
Game Boy Advance Game Pak geprüft nach:  
Game Boy Advance Game Pak en accord avec:  
Game Boy Advance Game Pak getest volgens:  
Game Boy Advance Game Pak cumples:**

**Game Boy Advance Game Pak è conforme a:  
Game Boy Advance Game Pak oppfyller kraven enligh:  
Game Boy Advance Game Pak opfylder kravene til:  
Game Boy Advance Game Pak täyttää seuraavat vaatimukset:  
Game Boy Advance Game Pak passer sammen med:**

– TOY Directive (88/378/EEC) EN50088, EN71 Part 1, 2, 3

– EMC Directive (89/336/EEC)



**Nintendo**

D-63760 Großostheim

PLEASE RETAIN THE PACKAGING. VERPACKUNG AUFHEBEN.  
CONSERVER L'EMBALLAGE. BEWAAR DEZE VERPAKKING.  
POR FAVOR GUARDA ESTA CAJA. ΔΙΑΤΗΡΗΣΤΕ ΤΗΝ ΣΥΣΚΕΥΑΣΙΑ.  
FAVOR GUARDAR A EMBALAGEM. SPARA FÖRPACKNINGEN.  
GEM EMBALLAGEN. SÄILYTÄ PAKKAUS.  
CONSERVA QUESTO INVOLUCRO.



©CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED.